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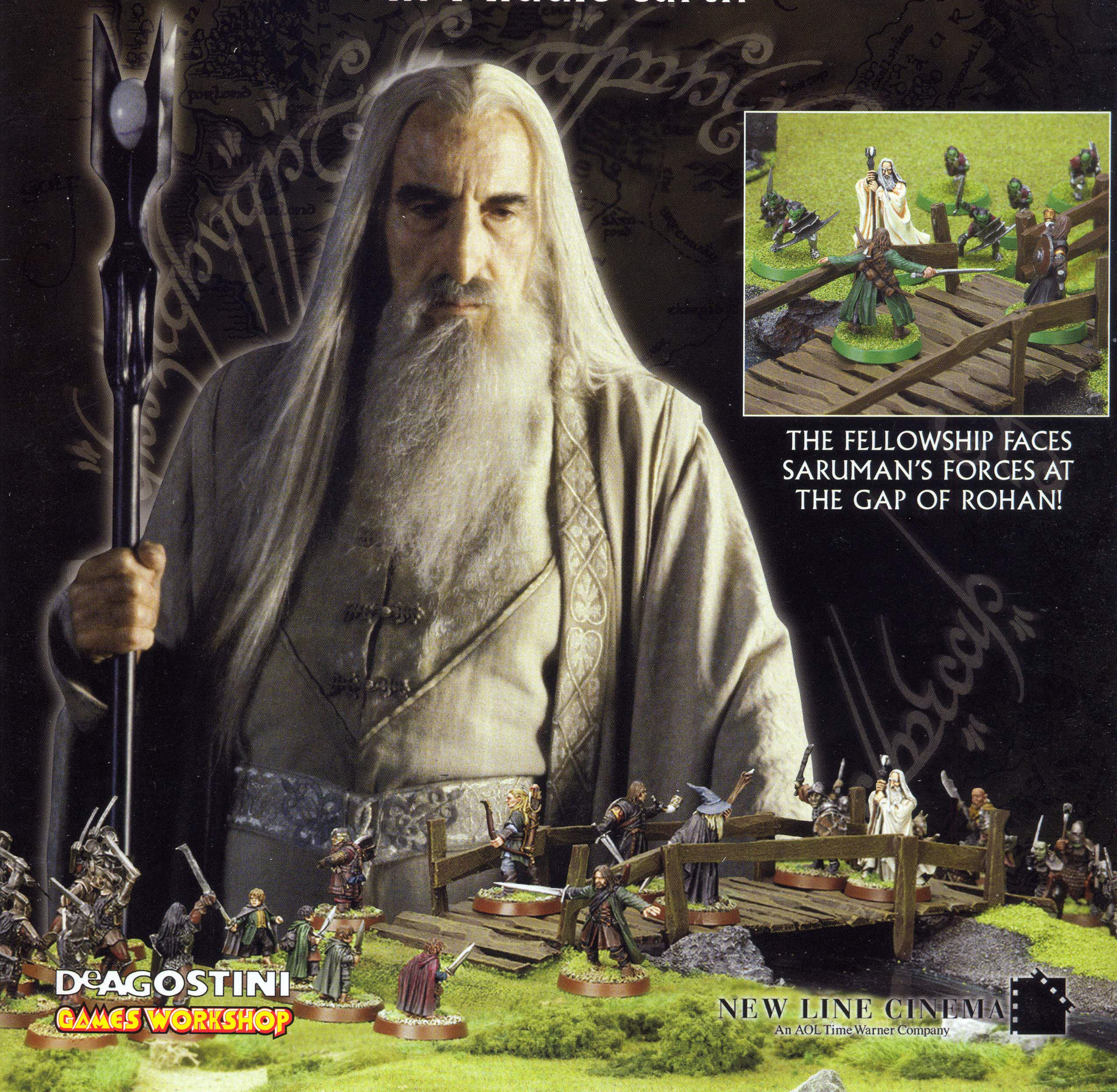

THE FELLOWSHIP FACES SARUMAN'S FORCES AT THE GAP OF ROHAN!

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Modelling Workshop 18-21

This section explains how to make a bridge, providing a crossing point for the river featured in Pack 14.

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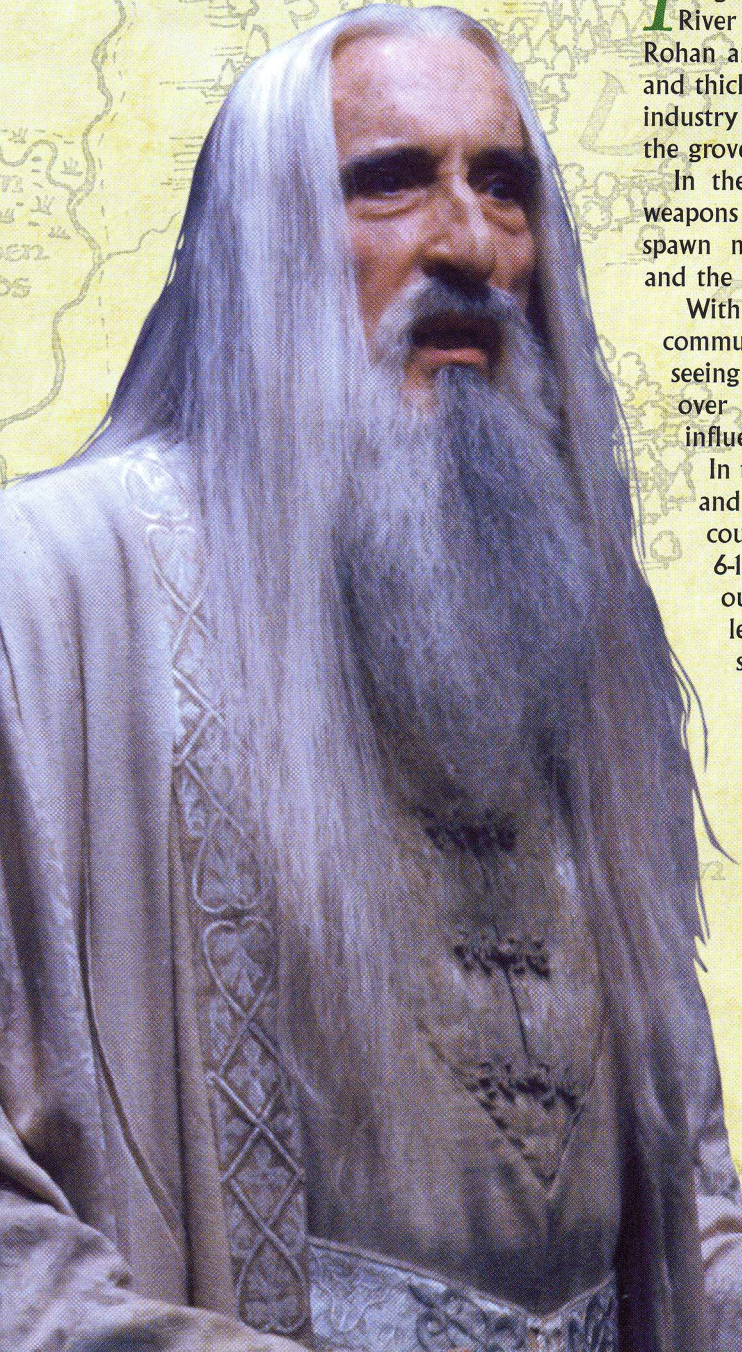
Isengard™, Stronghold of Saruman™

The ominous, black Tower of Orthanc rises from the centre of Isengard. Home to the evil Saruman the White, Isengard was once a beautiful place, but is now barren and desolate, stripped of all living things by the Orcs.



Isengard, with its central Tower of Orthanc, is a strong fortress next to the River Isen. From here, Saruman stretches his influence over the lands of Rohan and beyond. The once lush, green gardens of Isengard have vanished, and thick, black smoke belches forth from great pits in the earth. The fires of industry burn day and night, fuelled by the ancient trees that once shaded the groves of Saruman's home.

In the caverns of Isengard, immense forges, manned by Orcs, produce weapons and armour for Saruman's army of Uruk-hai. The birthing pits spawn more and more Uruks for the forthcoming invasion of Rohan, and the brutish army prepares for war.

Within the Tower of Orthanc, Saruman gazes into the Palantir and communicates with his master, Sauron the Deceiver. Using this ancient seeing stone, Saruman projects his powers, not only extending his control over King Théoden of Rohan but also allowing him to exert his influence upon The Fellowship at every turn.

In this Pack we look at Saruman's role so far in *The Lord of The Rings* saga, and present the full rules for using the White Wizard and his Good counterpart, Gandalf, in your Battle Games. In the Battle Game on pages 6-13 you will find a scenario set in the Gap of Rohan, which is played out as our second Battle Report. In the Painting Workshop you will learn the basic techniques required to paint the Saruman miniature supplied with this Pack. Finally, in Modelling Workshop, learn how to make bridges to complement last Pack's model river.

> *'A new power is rising! Its victory is at hand!'*
>
> SARUMAN™

➤ SEEING STONE

The Palantir allows Saruman to extend his powers over long distances.

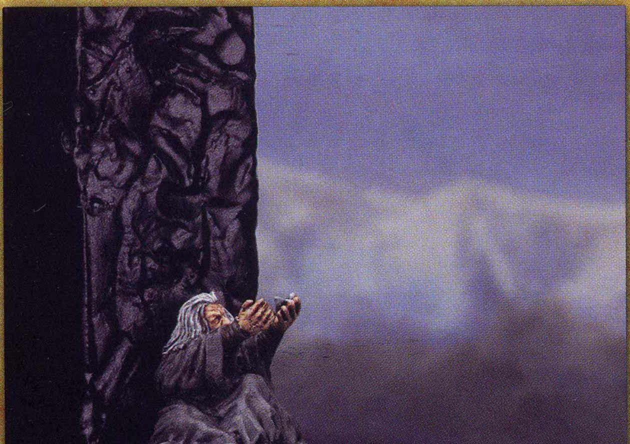
Master of Orthanc™

Once the wisest of the wizards of Middle–earth, Saruman has been corrupted by years of studying the dark powers of Sauron. Now he is one of The Fellowship's deadliest enemies, and the threat of the two towers of Orthanc and Barad–dûr combining their forces could spell the doom of the Free Peoples.

Saruman was the head of the Order of Wizards, senior to Gandalf the Grey, and once actively sought to destroy Evil. His research into the powers of the Dark Lord Sauron has led him to desire more might of his own, and his pride has resulted in his fall from grace. Saruman has allied with Sauron, and has set to work building a vast army of Uruk-hai to crush the lands of Men.

◄ NO DAWN FOR MEN

Saruman sends his army to exterminate the people of Rohan.



The Wizard's Duel

Gandalf seeks the advice of his old master, Saruman, at Isengard. Once he realises that Saruman has turned to Evil, the White wizard attacks him with brutal magical blows. Gandalf's power is overcome by the might of Saruman, and he is imprisoned at the summit of Orthanc.

Escape From Orthanc

Weakened and drained at the Tower of Orthanc, Gandalf sends for the Windlord, Gwaihir, to help him. When Saruman confronts Gandalf on the battlements of the tower, Gwaihir swoops down and carries the Grey Wizard away to safety.

The Scourging of Rohan

With Uruk-hai, Orcs and the Wild Men of Dunland at his disposal, Saruman turns his evil gaze first on Rohan. To weaken the kingdom of Rohan further in preparation for his invasion, Saruman has debilitated King Théoden, and employed Gríma Wormtongue to poison the King's mind. Théoden's apparent lack of authority has isolated Rohan from its allies, making it an easier target.

Revealing his true power, Saruman sends an army of 10,000 Uruk-hai to the refuge of Helm's Deep. Saruman has created huge siege engines and demolition charges, capable of destroying stone, steel and flesh with equal ease. Helm's Deep seems doomed to fall for the first time in its history.

➤ **TREACHEROUS COUNSEL**
Saruman and Gríma Wormtongue conspire to undermine King Théoden.

▲ **TASTE MAN FLESH!**
Ten thousand Uruk–hai besiege Helm's Deep.

Assault on Orthanc!

Unknown to Saruman, the Hobbits Merry and Pippin have encountered Treebeard – an Ent – and have begun a course of action that will lead to the destruction of Isengard by the Tree-herders. Treebeard leads the last march of the Ents, and sets about crushing the forces of Isengard. Sealing himself within the near-impregnable tower of Orthanc, Saruman awaits what may be his final judgement. His rage could well be the deciding factor when he and Gandalf meet again…

> *'There was a time when Saruman would walk in my woods… now he has a mind of metal and wheels.'*
>
> TREEBEARD™

➤ **MARCH OF THE ENTS**
Treebeard crushes the Orcs of Isengard.

Saruman the White™

Once the mightiest and most learned of the Order of Wizards, Saruman the White has fallen under the thrall of the Dark Lord Sauron. Here we detail the full special rules and profile for using your new Saruman miniature.

Saruman (Points Value: 150)

Saruman's study of the Dark Lord Sauron led him to dream of power. By gazing into the dread Palantir of Orthanc, he has seen many dark and evil things that have stirred his greed and ambition. The once wise Saruman has turned to Evil, and would see all of Middle-earth crushed beneath the mail-shod feet of his Uruk-hai army.

F	S	D	A	W	C	Move	M	W	F
5/-	4	5	1	3	7	14cm/6"	3	6	3

Wargear: Saruman carries his Staff of Power and a hand weapon. He can choose to use his Staff in combat instead of his hand weapon, in which case it counts as a two-handed weapon. He also uses a Palantir, one of the lost Seeing Stones.

Special Rules

Staff of Power: Saruman's Staff is a potent talisman as well as his badge of office. While he wields it, he can expend 1 point of Will each turn without reducing his own Will store.

Palantir: Using the Palantir, Saruman can cast his Compel and Transfix powers upon any model on the battlefield, ignoring the usual 28cm/12" range. Saruman may only use the Palantir as long as he has at least 1 point of Will remaining in his store. If he has no Will left, he cannot use the Palantir, even though his Staff may allow him to continue casting spells.

Magical Powers

Saruman may use the Sorcerous Blast, Transfix, Compel and Terrifying Aura powers. The full rules for these spells can be found in Pack 12's Playing the Game.

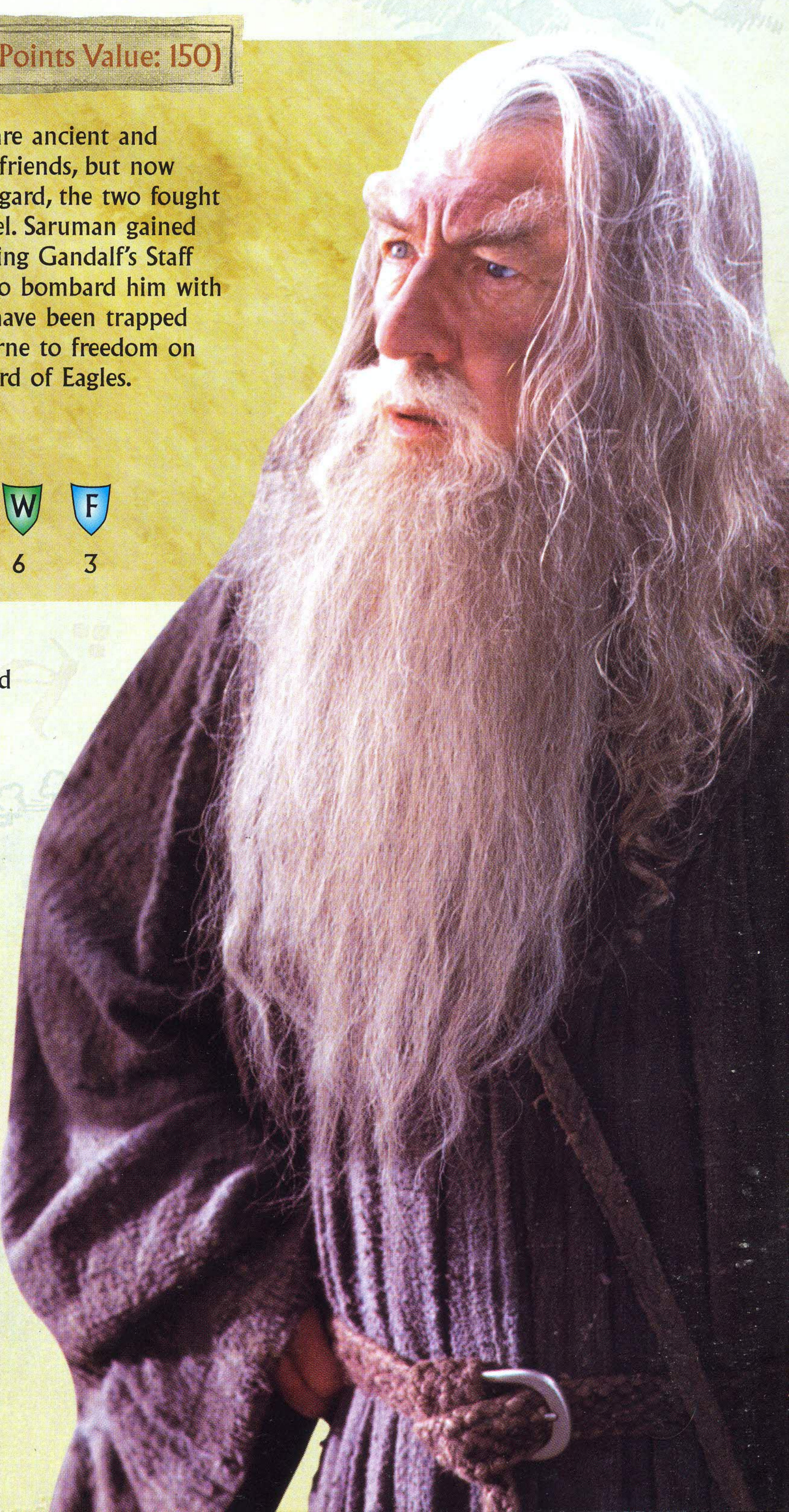
Gandalf the Grey™

Gandalf the Grey is the greatest force for Good on Middle-earth, and it was he who set Frodo on his path to destroy The One Ring. Below we present the complete profile for Gandalf, arch-enemy of Saruman, for use in your Battle Games.

Gandalf the Grey (Points Value: 150)

Gandalf and Saruman are ancient and powerful wizards, once friends, but now deadly enemies. At Isengard, the two fought in a deadly magical duel. Saruman gained the upper hand by seizing Gandalf's Staff of Power and using it to bombard him with magic. Gandalf would have been trapped in Isengard, but was borne to freedom on the back of Gwaihir, Lord of Eagles.

F	S	D	A	W	C	Move	M	W	F
5/-	4	5	1	3	7	14cm/6"	3	6	3



Wargear: Gandalf carries his Staff of Power and a hand weapon. He can choose to use his Staff in combat instead of his hand weapon, in which case it counts as a two-handed weapon.

Special Rules

Staff of Power: This Staff is a powerful artefact. It allows Gandalf to expend 1 point of Will each turn without reducing his own Will store.

Magical Powers

Gandalf may use the Sorcerous Blast, Immobilise, Command, Cast Light, Strengthen Will and Terrifying Aura powers. The full rules for these spells can be found in Pack 12's Playing the Game.

> *'Tell me, "friend", when did Saruman the Wise abandon reason for madness?'*
>
> GANDALF™

The Gap of Rohan™

In this, our second Battle Report, we see what might have happened if The Fellowship had taken Boromir's advice and made for the Gap of Rohan. Pursued by Uruk-hai, they are driven toward the Fords of Isen and the waiting Saruman. Will the Ringbearer be able to escape and complete his quest?

Beaten at the Pass of Caradhras by the fell sorceries of Saruman, The Fellowship faces a difficult choice – to confront the long dark of Moria and its unknown terrors, or to make for the Gap of Rohan and brave the forces of Isengard. The burden of this decision falls to the Ringbearer, and while he chose Moria, this Battle Report looks at what might have happened had he chosen the alternative route – the Gap of Rohan. It is a dangerous path for The Fellowship to take, beset by the Wild Men of Dunland and vicious Wargs. Hunted by Saruman's Uruk-hai, The Fellowship would be driven ever closer to the danger of Isengard. The action in this scenario picks up as The Fellowship reaches the River Isen, with Lurtz's Uruk-hai in hot pursuit. Between them and the safety of Rohan stands Saruman, who lies in wait with a force of Goblins brought from Orthanc. Harried and exhausted, will the Fellowship be able to fight their way through and see the Ringbearer to safety?

This Battle Report presents the challenging scenario for you to play and then follows the action as it is played by two gamers. Their tactics and battle plans can be found starting on page 9 of this Pack, with their conclusions and the Battle Report's exciting finale appearing in the next pack of *Battle Games in Middle–earth*.

▲ THE FORDS OF ISEN
Lured from the safety of Orthanc by the promise of The Ring, Saruman takes to the field of battle.

THE COMBATANTS

In this scenario the Evil player uses the Heroes Saruman, Lurtz, Uglúk and the Uruk-hai Captain. His force will be all 20 plastic Uruk-hai models, the four card Uruk-hai bowmen plus all the Moria Goblin models, used here as Saruman's Goblin force. A metal miniature of Uglúk is included in the next Pack.

The Good player has the whole of The Fellowship as his force. Use the card figures from Pack 1 to stand in for any of The Fellowship for whom you don't have models. When we played this scenario, we used metal miniatures available from Games Workshop instead of card figures.

➤ CARD FIGURES
Using card figures is fine if you don't have metal models.

◄ UGLÚK
Your metal miniature included in Pack 16 of Battle Games in Middle-earth.

FELLOWSHIP PROFILES

	F	S	D	A	W	C	Move	M	W	F
Frodo	3/-	2(3)	3(6)	1	2	6	10cm/4"	3	3	3
Sam	3/-	2	3	1	2	5	10cm/4"	1	1	2
Merry	3/-	2	3	1	1	4	10cm/4"	0	0	1
Pippin	3/-	2	3	1	1	4	10cm/4"	0	0	1
Aragorn	6/-	4	5	3	3	6	14cm/6"	3(+1)	3	3
Boromir	6/-	4	6	3	3	6	14cm/6"	6	1	0
Legolas	6/3+	4	4	2	2	6	14cm/6"	3	2	2
Gimli	6/-	4	8	2	2	6	12cm/5"	3	2	2
Gandalf the Grey	5/-	4	5	1	3	7	14cm/6"	3	6	3

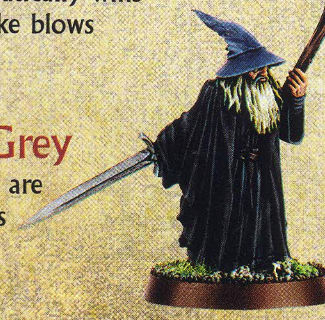
Aragorn

Wargear: Bow.
Mighty Hero: Aragorn is a great warrior and heir of the Kings of Gondor. He may expend 1 point of Might per turn without reducing his store. Any additional points of Might expended during his turn will reduce his Might store as normal.

Boromir

Wargear: Shield and Horn of Gondor.
Horn Blast: The blast of Boromir's horn is enough to drain the bravest foe of resolve. Boromir can blow the horn at the start of a fight if he is outnumbered by two-to-one or more. The enemy combatant with the highest Courage must take a Courage test (see Pack 10's Playing the Game). If this is passed, the combat is fought as normal. If the test is failed, Boromir automatically wins the fight and can strike blows against his enemies.

Gandalf the Grey

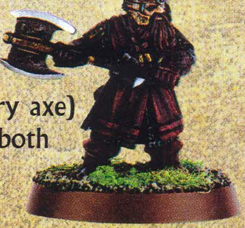


Full rules for Gandalf are provided in this Pack's Playing the Game.

Legolas

Wargear: Elven bow.
Deadly Shot: Legolas is an expert archer even by the standards of his race. To reflect his prodigious skills, Legolas is allowed to shoot three times in the Shoot phase instead of once.

Gimli



Wargear: Two-handed axe and throwing axe. In combat, Gimli can use either a hand weapon (an ordinary axe) or his two-handed axe – though not both at the same time.

The Hobbits

Wargear: Frodo carries his sword Sting and wears a Mithril coat. These increase his Strength to 3 and his Defence to 6. The other Hobbits carry the blades given to them by Aragorn, which count as hand weapons.

Evil Profiles

	F	S	D	A	W	C	Move	M	W	F
Saruman	5/-	4	5	1	3	7	14cm/6"	3	6	3
Lurtz	5/4+	4	6	2	2	4	14cm/6"	3	1	1
Uglúk	5/-	4	5	2	2	4	14cm/6"	3	1	1
Uruk-hai Captain	5/-	4	6	2	2	4	14cm/6"	2	1	1
Uruk-hai	4/(4+)	4	5(6)	1	1	3	14cm/6"	-	-	-
Goblins	2/(5+)	3	4(5)	1	1	2	12cm/5"	-	-	-

The Uruk-hai

Wargear: Lurtz has a sword, shield and Orc bow, Uglúk carries a sword and the Captain has a sword and shield. The Uruk-hai troops have either a Pike, Orc bow or sword and shield as shown on the model.

The Gaming Area

A gaming area of about 120cm/4' by 120cm/4' is ideal for this battle game. Set up a length of river so that it runs roughly through the middle, splitting the board into two halves. Make sure a bridge and a ford are in the centre of the river (Pack 14 shows you how to make river and ford sections and this Pack's Modelling Workshop explains how to make the bridge). Create an interesting battlefield by placing some hills and rocky outcrops (next Pack's Modelling Workshop will show you how to make these) around the board and some ruins at the ford.

Saruman

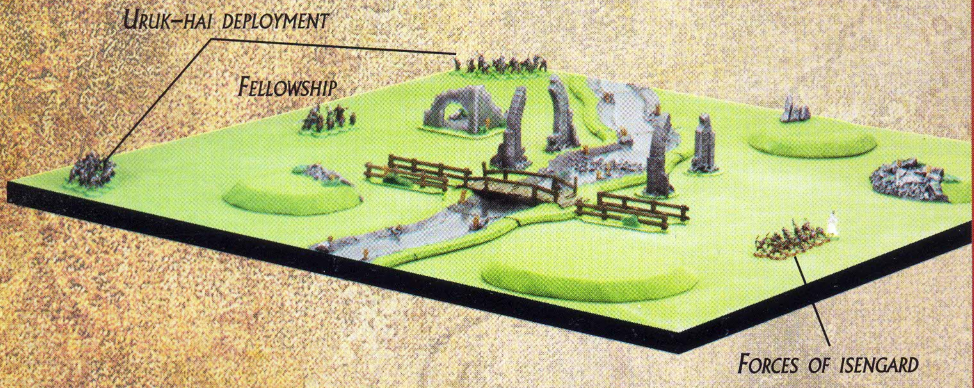
Full rules for Saruman are given in this Pack's Playing the Game.

The Goblins

Wargear: Spear, Orc bow or sword and shield, as depicted on the model.

Deployment

The Good player sets up his models first and places them all within 14cm/6" of the centre of the board edge so that the river blocks their path in front of them. The Evil player splits his force into three groups. The first group is all the Goblins with Saruman as their leader. These lie in wait anywhere within 14cm/6" of the opposite table edge to The Fellowship. The Uruk-hai warriors are split into two even groups. These two groups start on either side of The Fellowship, within 14cm/6" of the table corners. The three Uruk-hai Heroes can join either of the two groups of Uruks, as the player wishes.



Winning the Game

Above all else, Saruman wants The Ring, and has herded The Fellowship into this trap to get it. The Ringbearer must escape to complete his quest.

- If Frodo dies, the Evil side wins.
- If Frodo escapes off the opposite board edge from his starting position, the Good side wins.

Battle Report

This is a challenging encounter between several powerful characters. In this first instalment of the Battle Report we discover the plans of our two players and follow the action through the opening turns.

In this Battle Report, like in our previous one, we follow the fortunes of two real players – Andrew Tipper and Graham Davey, who both help produce *Battle Games in Middle-earth*. Here they explain their battle tactics, giving us valuable insight into how these two experienced players plan and prepare for a game. Then we take a detailed look at the first few turns and see if each player's opening gambits pay off. In next Pack's conclusion to the Battle Report we discover Frodo's fate, and our two gamers share with us their final thoughts on victory and defeat.

▲ PLAYING THE GAME
Andy (left) and Graham (right) enjoy the battle!

GOOD TACTICS

Andy – 'There are plenty of Uruk-hai after Frodo, and with Saruman's magic assisting them, I don't fancy the chances of The Fellowship surviving a prolonged assault. My first priority is to get to the fences around the bridge before the enemy, as it will be much easier to hold off Graham's attack while defending a barrier. I think my best chance of success is to kill the Goblins as quickly as possible and move Frodo across the bridge before the Uruk-hai get a chance to surround it and block off his escape. My back-up plan if I do get surrounded is to defend the bridge, with Frodo in the middle. I will have Aragorn and Boromir at the front to kill the Goblins as quickly as possible, with Gandalf and Legolas in support. Gimli, with his slower Move but higher Defence, can stay behind the Hobbits to hold up anyone who tries to follow across the bridge.'

➤ THE FORCES OF GOOD
The Fellowship fights to get The Ring safely into the wilds of Rohan.

EVIL TACTICS

Graham – 'Killing just one small Hobbit sounds easy, but I think the rest of The Fellowship will have something to say about that. Andy will be using them to keep Frodo out of danger as much as possible. Nevertheless I intend to concentrate as much of my shooting as possible on the Ringbearer, and hopefully I'll get lucky sooner or later. Saruman is also quite dangerous with his magic; however, Frodo's special Magical Resistance rule makes it almost impossible to affect him, especially as Gandalf can restore any Will he uses. Instead I plan to target Gandalf himself, forcing him to use up his own Will if he wants to defend himself and cast one of his own powers in the same turn. My final tactic is to send a contingent of Uruk-hai across the ford to cut off Frodo's escape if he makes it across the bridge.'

➤ THE FORCES OF EVIL
Saruman's hunt for The Ring could almost be at an end.

Flight to the Isen™

Turns 1–3

In the first three turns, The Fellowship must make haste or risk being stuck on the wrong side of the river. With the Uruk–hai in pursuit, who will reach the bridge first?

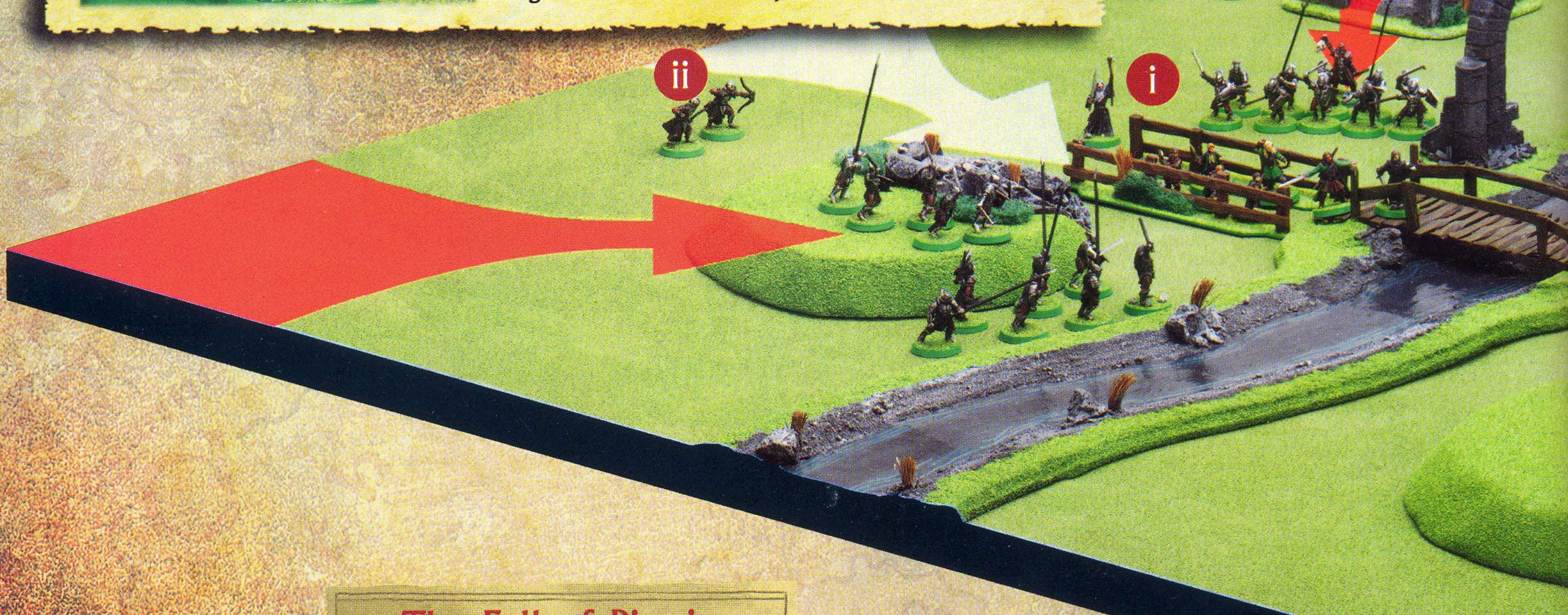
Battle of Wills

i Graham is worried that Gandalf's ability to restore Will points may hinder his plans, so he uses Saruman's magic to Compel the wizard away from the group. The next turn, Gandalf finds himself victim to another of Saruman's spells and falls farther behind the rest his friends. Graham's hope is for Gandalf either to use up his own Will as he attempts to resist the magic or to leave him far enough away from the rest of The Fellowship so that his spells are out of range. Now dangerously exposed, Gandalf casts Blinding Light to ward off enemy arrows.

KEY

⇨ GOOD SIDE MOVES

➡ EVIL SIDE MOVES

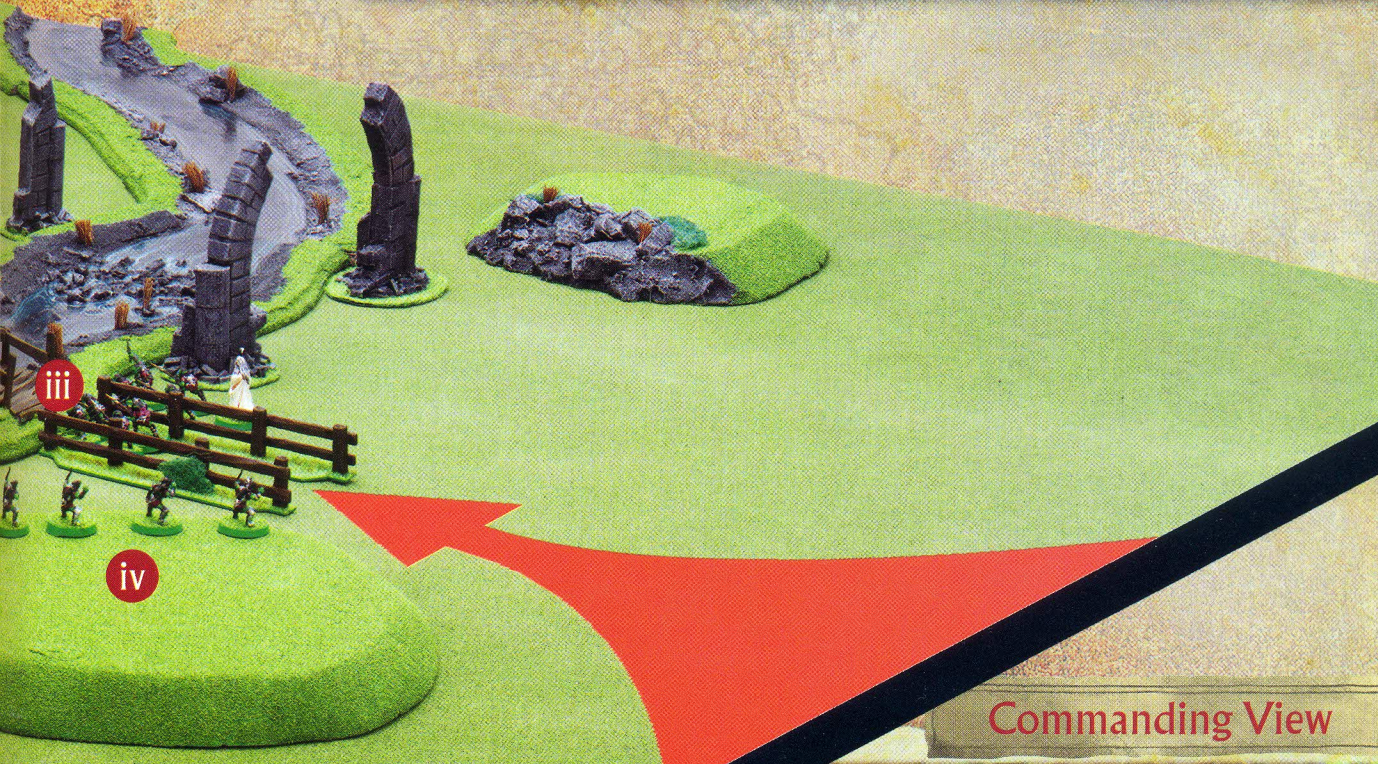


The Fall of Pippin

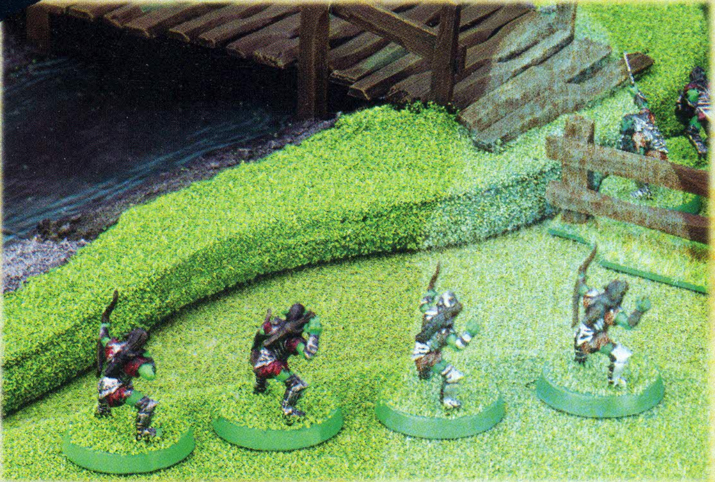
ii Graham's archers aim for the Ringbearer at every opportunity, even though most of the time another member of The Fellowship obscures him. In the first turn, all the Uruk-hai arrows find their mark on poor Peregrin Took! In the next turn, no clear line of sight can be traced to Frodo (a), so Graham picks on Pippin again (b). With no Fate points left to save him, Pippin falls to the ground dead. Andy races the rest of The Fellowship onward towards the bridge.

Lying in Wait

iii Across the river Isen, Saruman and his Goblins swarm up to the bridge. There they are poised to charge across and engage The Fellowship, tying them up on the bridge long enough for the Uruk-hai to catch them. As they advance, Graham leaves Saruman exposed for a turn, so Legolas fires three arrows straight at him, and one causes a wound. With a snarl of pain Saruman darts back behind the cover of his Goblins in the next turn.



Commanding View



iv The Goblin archers finish their long climb up the hill and take up position on the crest. They have a good view over the whole of the bridge and the Ringbearer's escape route. From here Graham can draw a better line of sight and shoot at Frodo as he attempts to cross the bridge.

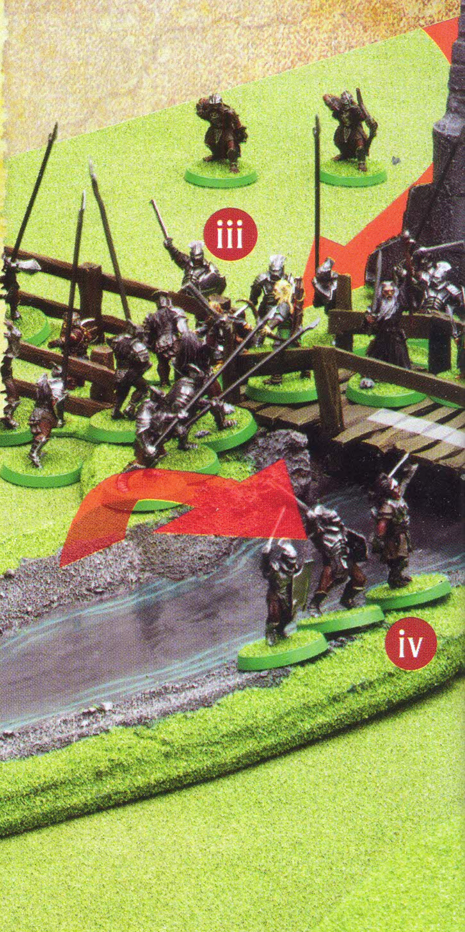
Across the Bridge

Turns 4–5

The members of the Fellowship reach the bridge at the same time as the Goblins. It is vital that they get to the other side before the Uruk–hai catch them.

Heroic Moves

i Both Andy and Graham declare Heroic Moves at the start of Turn 4. If Graham wins the roll, then Lurtz can lead his Uruk-hai into combat against The Fellowship while they are in the open. But if Andy wins, Aragorn can lead the Hobbits onto the bridge and place the rest of The Fellowship to defend Frodo. The roll is made and Andy wins! Aragorn and Boromir race ahead to keep the exit from the bridge clear for escape, while the rest of The Fellowship block the Uruk-hai's way through.

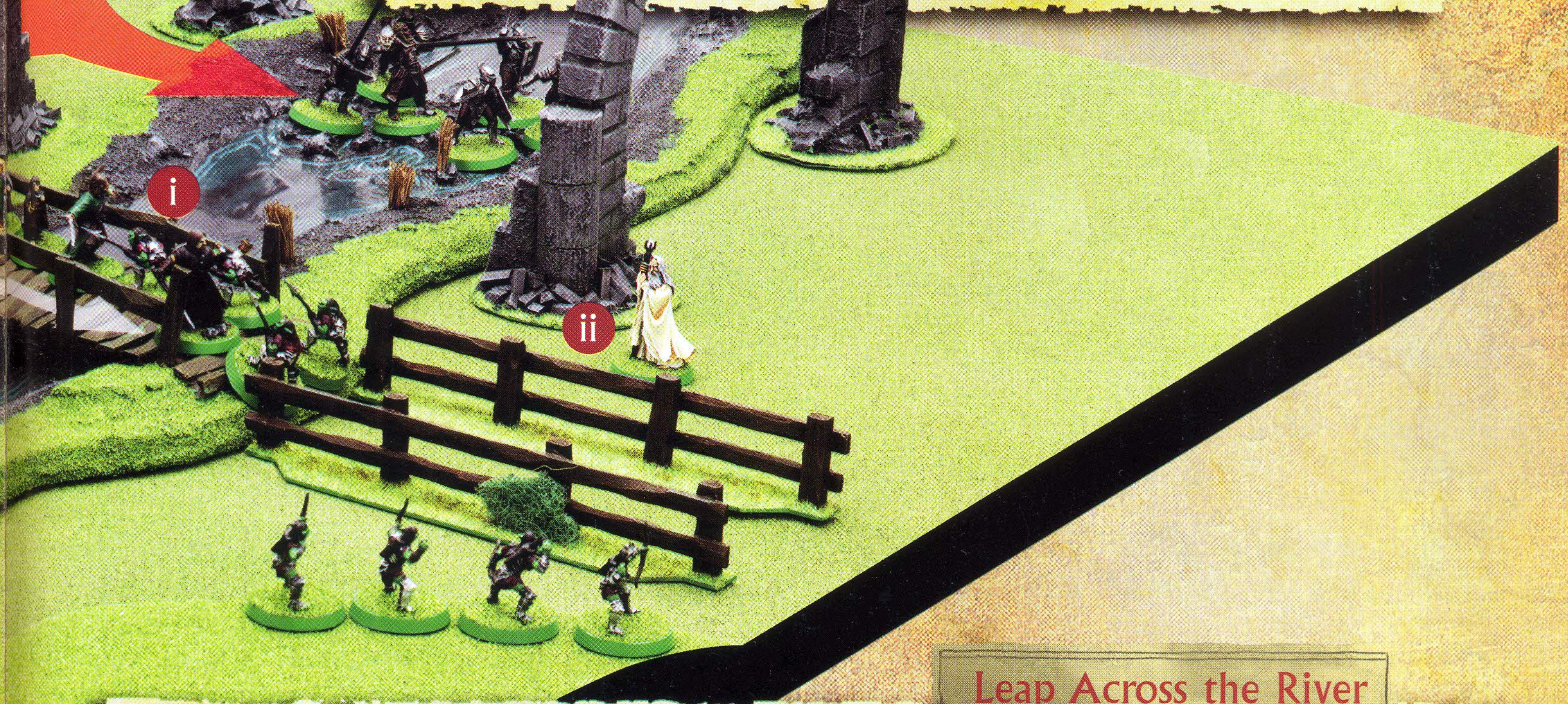


Clearing the Way

ii As Aragorn and Boromir head across the bridge, Saruman casts Sorcerous Blasts at Boromir, hoping to knock him to the ground so he counts as being trapped. Andy wants Boromir up and fighting, and spends both Will and Might points to help him resist. In the fight phase that follows, the Heroes slaughter two Goblins each! The next turn, Saruman uses Sorcerous Blast Boromir again, this time successfully knocking him to the ground, and the Goblins leap in for the kill. Boromir sounds the Horn of Gondor, causing the Goblins to lose the combat and allowing Boromir to stand.

Holding Back the Horde

iii Andy positions Gimli and Legolas at the entrance to the bridge, with Sam defending a gap in the fence. During the fight with the Uruk-hai, Sam dies as his Fate fails to save any of the wounds he has taken. His body is casually pushed aside in the next turn as Graham forces his Uruk-hai through the gap and onto the bridge.



Leap Across the River

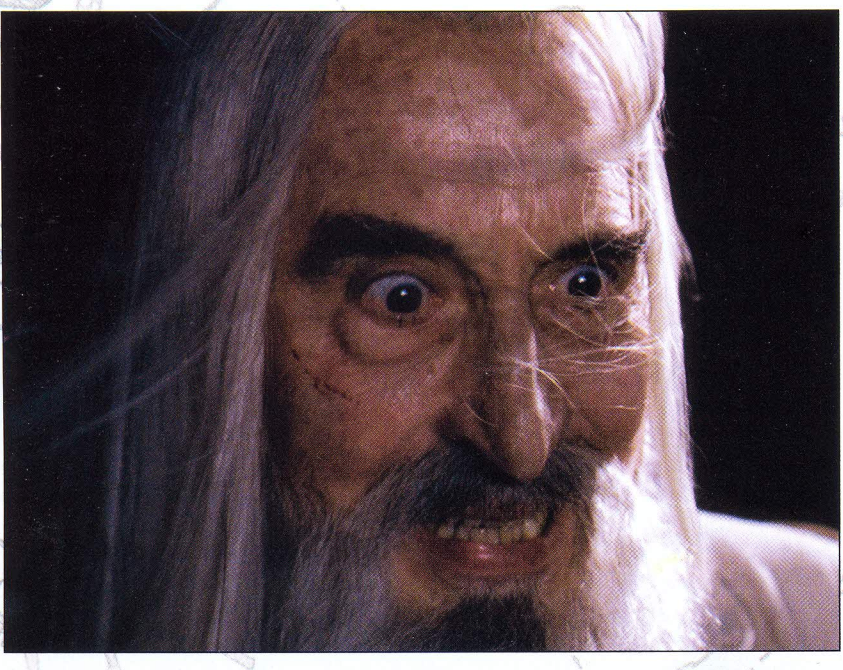
iv The river can be leapt over, using the normal rules for jumping a gap, with the following modification – if the result of the Jump test is a 1, the model falls into the river and is swept away, being removed as a casualty. Even with this risk, Graham prepared his Uruk-hai to leap across the Isen. With Lurtz leading the way, there were now Uruk-hai on both sides of the river.

Next Pack…

Frodo is stuck in the middle of the bridge with Uruk-hai and Goblins swarming all around him. Can the remaining members of The Fellowship find an escape route for the Ringbearer or will Saruman's minions seize The Ring for their master? This thrilling Battle Report concludes in the next *Battle Games in Middle-earth.*

Saruman the White™

Cloistered high in the Tower of Orthanc, surrounded by dusty tomes of lore, Saruman's wisdom has been turned to Evil, and his once white robes have dulled with age.



➤ *Saruman is crazed with power following his alliance with Sauron.*

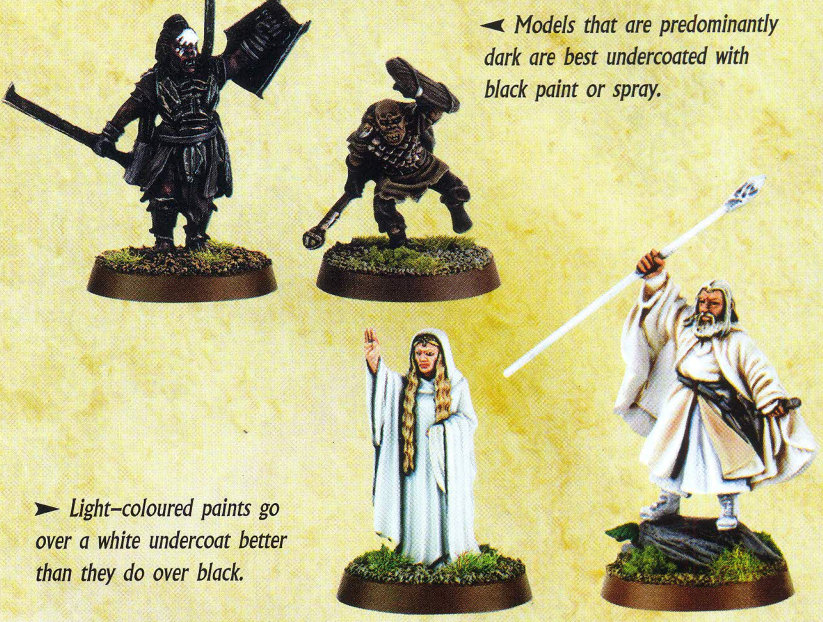
Mighty Wizard

Your model of Saruman is beautifully sculpted with flowing robes. These are ideal for shading and highlighting. Using the techniques that we introduced in last Pack's Painting Workshop, we can bring out this detail. The distinctive, natural linen colour of Saruman's robe is created with a mix of brown, yellow and white. Along with these paints you will need black and flesh, and some green will also be useful for painting the base.

PAINTING ESSENTIALS

White Undercoat

In all our past Painting Workshops we have recommended that you undercoat your models with black paint. Black undercoat is great when used as a base colour for models such as Uruk-hai and Moria Goblins. Occasionally, however, this may not be the best thing to do. As we pointed out with Legolas's hair in Pack 8, some colours do not cover well when painted over black. The off-white linen colour that we will be using for Saruman's robes is one such shade. As most of this model consists of robes, it is a good idea to undercoat the model with white in the first place, rather than paint it black and then re-undercoat it with white afterwards. Follow the usual procedure for undercoating, simply using white paint instead of black.



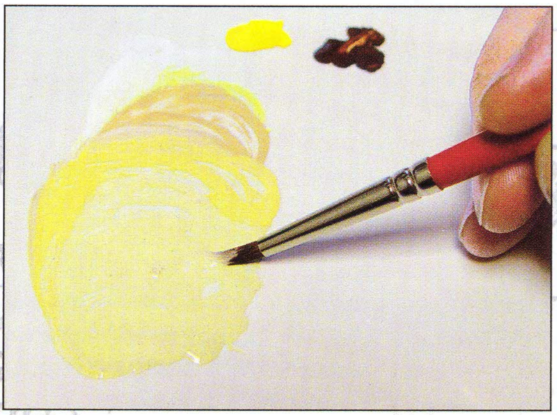
➤ *Models that are predominantly dark are best undercoated with black paint or spray.*

➤ *Light-coloured paints go over a white undercoat better than they do over black.*

Painting Your Miniature

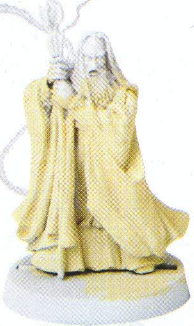
1 Saruman's Robes

The robes are the most distinctive part of this model. To create their muted off-white colour, we will mix several of our paints together. Take some white paint onto your palette and mix in a small amount of brown until you have a very pale brown colour. This will probably be a bit too pink for what we want. To balance this, add a little yellow until you get a more natural-looking sandy colour. Add more white, until you have a subtle off-white linen colour that you are happy with.



◄ Mix the paints together until you have a tone you are happy with.

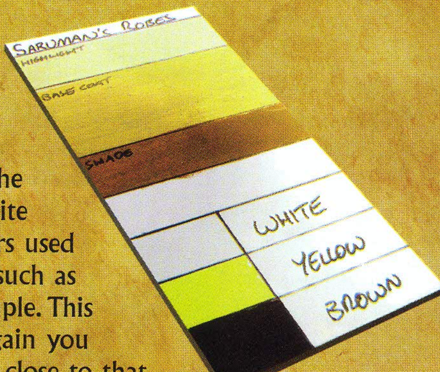
Once you have your mix ready, paint the whole of Saruman's robes with this base colour. One or two coats should suffice. If you are painting over a black undercoat, you may find it takes more coats to get an even coverage.



► Your Saruman model with the base colour painted on the robes.

COLOUR CHART

When mixing paints it is often a good idea to keep a reference of any new colours you create, in case you need to mix that exact colour again at a later date. A good way to do this – once you have a mix you are happy with – is to paint the colour onto a piece of white card along with the colours used to create it. Then label it, such as 'Saruman's robes' for example. This way, if you ever need it again you can use the card to get as close to that original colour as possible.



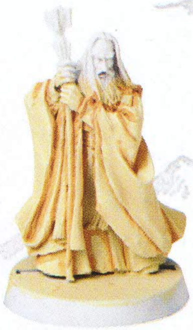
TOP TIP

As is shown in Step 1, mixing an appropriately pale colour to use for Saruman's robes can take some time. It is often a good idea to buy a paint that is already the right colour that you need. Games Workshop's Citadel paint range includes a colour called Bleached Bone that is ideal for use on Saruman's robes.

2 Shading the Robes

To shade the robes, we first need to mix a darker linen tone. Add a little more brown to your original linen colour, and also add in a little yellow, again to stop it going too pink. Once you have a colour you're happy with, add water to create a wash. Use a fine brush carefully to paint this wash into all the recesses of the creases in the robes. Try to be tidy and only paint the wash into the recesses rather than painting it over the whole model. This means you will not have to go over the base colour again before you apply the highlight.

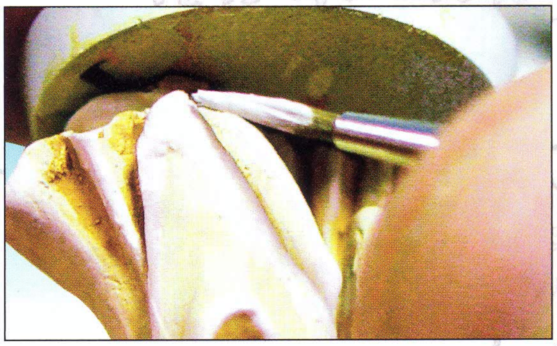
▲ Take care to use only the tip of the brush to apply the wash to the desired areas.



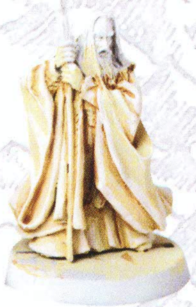
▲ At the end of Step 2, Saruman's robes are ready for the highlights.

3 Adding Highlights

For the highlight tone, first recreate your base colour. This is where a reference card can come in very useful to compare against. Once you have your base colour again, go over any areas where your shading wash has accidentally strayed. Finally mix white paint into the base colour until you have a considerably lighter tone. With a detail brush, carefully paint this onto all the raised creases and onto the edges of the robes.



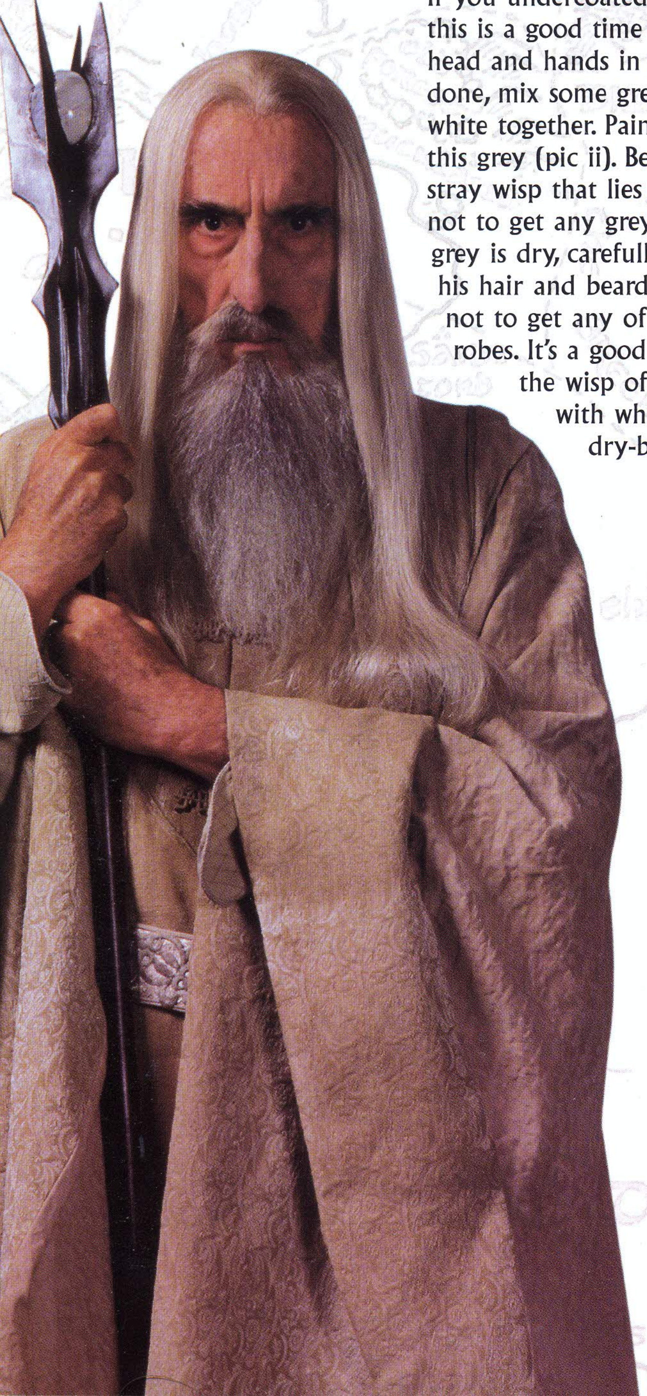
▲ *Apply the paint to the very edges of the robes with a fine brush, creating a highlighting effect.*

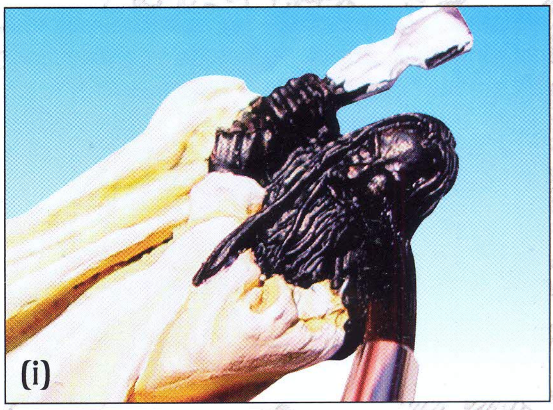


▲ *Saruman's robes are finished at the end of Step 3.*

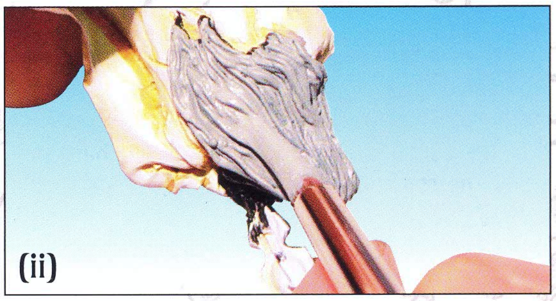
4 Saruman's Hair

If you undercoated your model white, then this is a good time to re-undercoat Saruman's head and hands in black (pic i). Once this is done, mix some grey by adding black and white together. Paint all of Saruman's hair with this grey (pic ii). Be careful when painting the stray wisp that lies across his left arm – try not to get any grey on the robes. When the grey is dry, carefully dry-brush white across his hair and beard. Again, be extra careful not to get any of this dry-brush onto his robes. It's a good idea simply to paint over the wisp of hair on Saruman's arm with white rather than trying to dry-brush over it (pic iii).

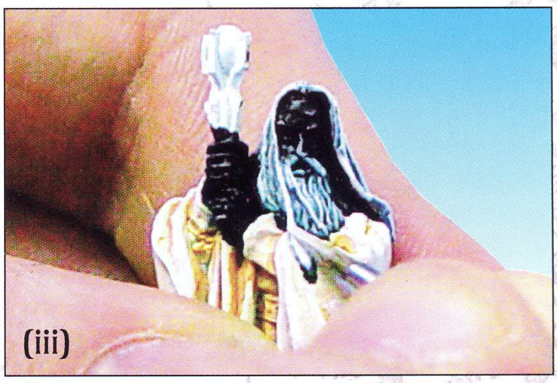




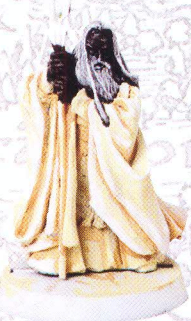
▲ *A black undercoat is a better base to paint Saruman's hair and flesh.*



◄ *Be careful not to get any of the grey onto the robes.*



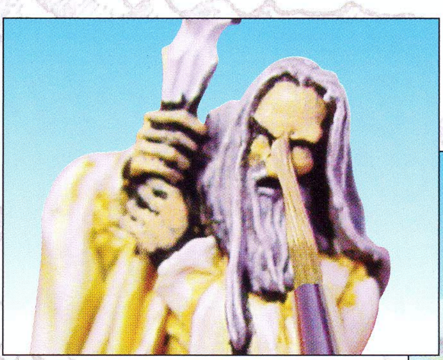
▲ *Because the wisp of hair runs over Saruman's robes, you may find it easier to paint it normally rather than dry–brushing.*



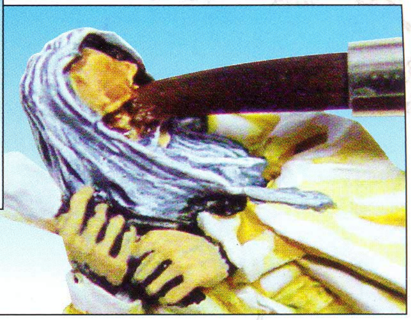
▲ *Saruman at the end of Step 4.*

5 The Face of Evil

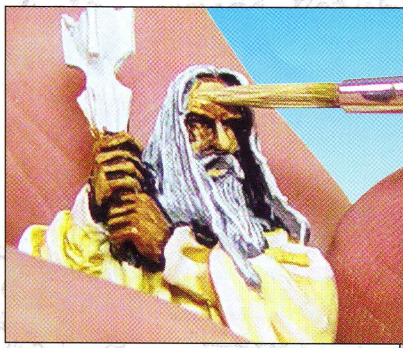
Paint Saruman's face and hands with flesh paint. Use the black lining technique to leave black lines between the fingers and where the eyes are. Next create a wash of brown paint and apply this over Saruman's face in exactly the same manner as you did when painting Gandalf's face in Pack 12's Painting Workshop. This creates some depth and shading on the wizard's aged face.



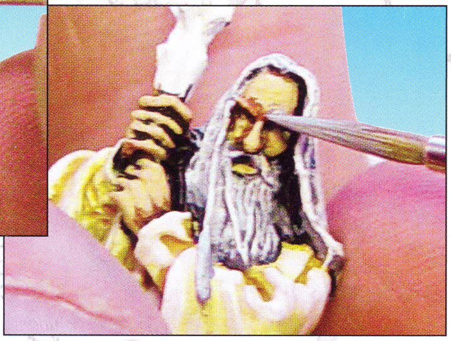
Black lining around the eyes, nose and mouth creates a sense of depth and shadow.



A wash can further enhance the appearance of black lining.



Painting flesh onto the raised areas of the face creates a highlight.



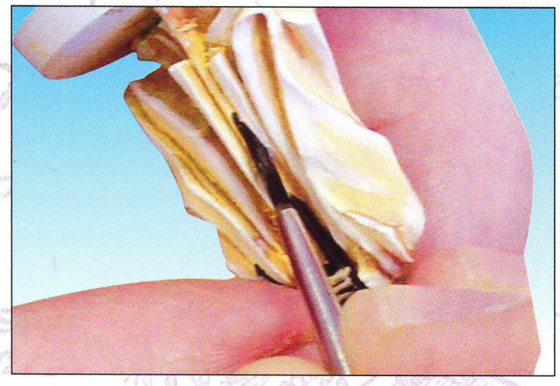
Adding eyebrows completes Saruman's face.

6 Highlighting the Face

Once the wash is dry, you can add a highlight to the face and hands if you wish. Carefully paint flesh over the raised areas of Saruman's face such as his cheeks, nose and forehead. Aim to leave lines of the darker tone created by the brown wash around the edges and down the sides of the nose. This creates a more natural shading tone than just black lining. Finally paint Saruman's eyebrows grey, with a line of white across the top to match the hair, before adding highlights to Saruman's hands.

7 Staff of Power

Paint Saruman's Staff of Power black. Be careful not to get any of your black onto the robes, however. If you have undercoated the model in white, you can paint the staff black and leave the stone at the top white. Alternatively, if you used a black undercoat, repaint black onto the staff where needed and then paint the stone white.

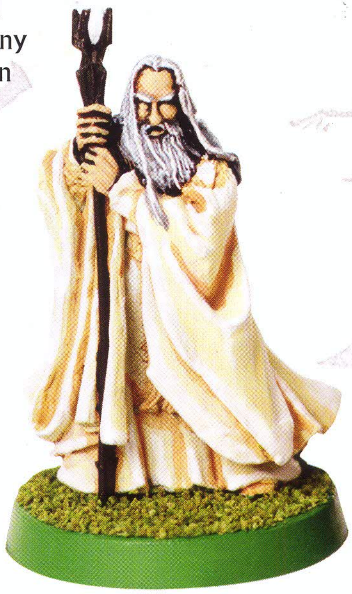


Saruman's Staff of Power.

8 Finishing the Base

Base the model in the normal way or alternatively, as Saruman rarely leaves the safety of Orthanc since his allegiance with the Dark Lord Sauron, you could paint the base purely black, without any flock. This represents the dark, obsidian halls of his tower.

A black base to represent Orthanc.



Your finished model ready to lead the forces of Isengard.

Making Bridges

The lands of Middle–earth are criss–crossed with great rivers that separate regions and kingdoms. In this Pack we show you how to make bridges to span your rivers, providing important strategic crossing points for your models.

Bridges come in a variety of types and styles, from sturdy stone Dwarven bridges to elegant, ornate Elvish ones. In this Pack we illustrate how to make a simple, wooden crossing that would not look out of place in the Shire, Rohan or the wilds of Middle-earth. A bridge will look great as part of the river from last Pack's Modelling Workshop, and is constructed applying many of the same techniques. Using only basic materials from your growing collection, you will find that making bridges is simple and effective.

◄ BATTLE FOR THE CROSSING
Aragorn and Boromir must defend Frodo at all costs.

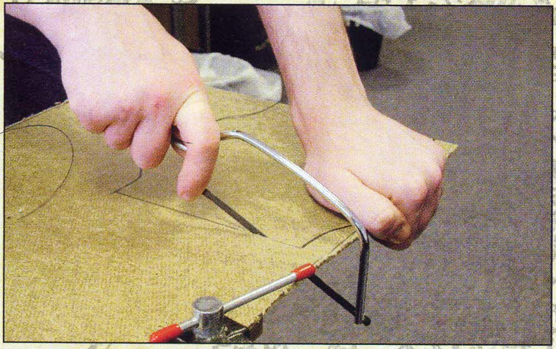
YOU WILL NEED

- 5MM HARDBOARD, FOAM CARD OR THICK MOUNTING BOARD
- CORRUGATED PACKING CARD
- PLASTER FILLER
- MODELLING SAND, GRAVEL AND FLOCK
- SOME STONES AND PEBBLES
- PVA GLUE
- MODELLING OR COPING SAW
- SHARP MODELLING KNIFE
- BLACK, BLUE, WHITE, BROWN, YELLOW AND GREEN ACRYLIC PAINTS
- BALSA WOOD SHEET
- LOLLIPOP STICKS
- SANDPAPER

▲ LOLLIPOP STICKS
Lollipop sticks are available in most supermarkets and can be a useful alternative to balsa wood. They are stronger than balsa wood, but you will need to trim off the rounded ends with a craft knife.

1 Making the River Base

The base is made from hardboard in almost exactly the same way as the base for the ford in the last Pack. Mark out a base section the same width as your river sections (about 14cm/6") and about 20cm/8" long. Increase the width of the section in the middle so that it is slightly wider than the ford's base. Use a junior hacksaw or coping saw to cut the base out from the hardboard. Once you have cut out the basic shape, sand down the rough edges with sandpaper.

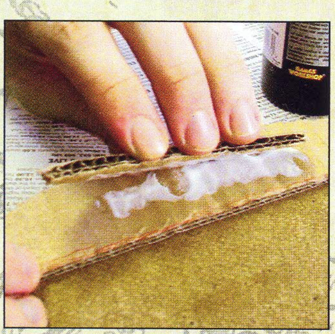


▲ MAKING THE BASE
The base should be wider in the middle than the ford from last Pack.

Build up the banks by sticking corrugated card around the long edges with PVA glue. For the bridge, you will need to create a little more height above the river. To do this, glue on a second, smaller level of cardboard as shown. Leave the card banks to dry thoroughly.

➤ BUILDING UP THE RIVER BANKS
Thick packing card is ideal for making the river banks.

➤ BRIDGE SUPPORTS
To make the bridge higher, a second tier of card was glued on top of the first.



RECAP

Detailing the River Banks

The gaps in the banks are filled with plaster filler in exactly the same way as explained in the last Pack. In addition, however, you will need to fill the gaps in the second level of card. Try to create a smooth gradient between the two layers, disguising the join. While the filler is still wet, add a few details such as stones, gravel and bristle 'reeds'. When the plaster is dry, you will have to texture the banks with sand as before.

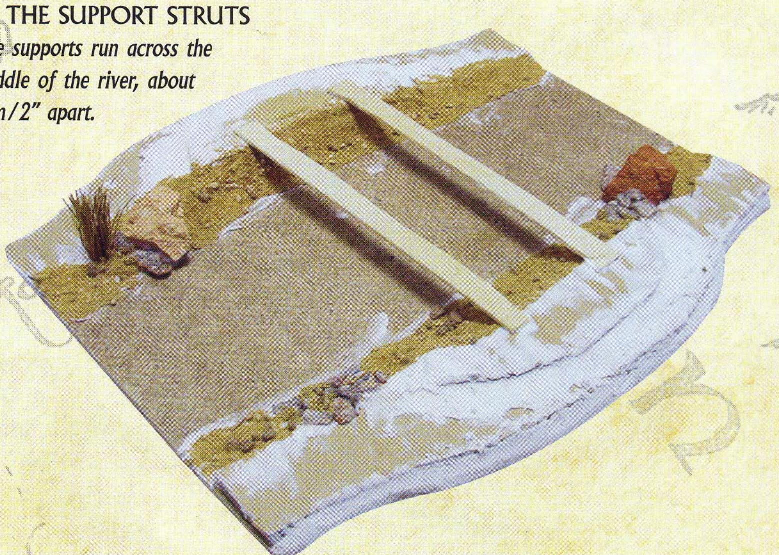
◄ SMOOTHING THE RIVER BANKS
Try to cover the joins with a smooth, natural-looking finish.

➤ ADDING DETAILS
Add stones and brush bristles as realistic details.

2 The Support Struts

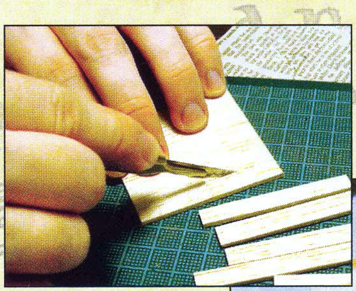
To begin with, cut two strips of balsa wood, each about 1cm/½" wide. They need to be long enough to stretch straight across the width of the river, with each end resting on the highest parts of the river bank. Glue these support struts down with PVA glue, about 5cm/2" apart.

➤ THE SUPPORT STRUTS
The supports run across the middle of the river, about 5cm/2" apart.



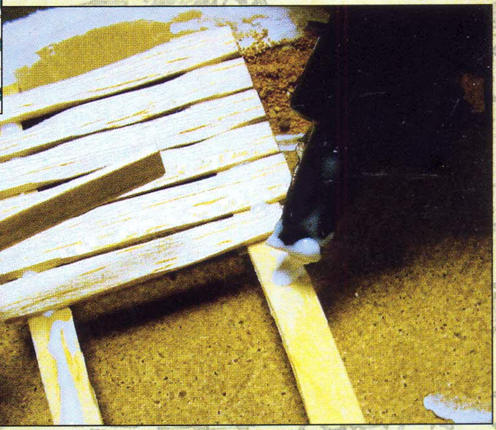
3 Planking the Bridge

The bridge is made from strips of balsa wood, cut to look like rough wooden planks. Cut lots of smaller strips of wood of approximately the same width, each long enough to overlap the support struts slightly. Because these will cover the middle section of the bridge, you might find it easier to undercoat the wood and the river base separately before sticking it all together. In either case, glue these across the support struts as shown. You are aiming to get a slight overhang each side of the support struts. If you like, you can carve notches along the edges of your planks, as described in Pack 13's Modelling Workshop, to make your planks look more weathered and realistic before sticking them down. Continue planking down the slope, stopping just before the edge of the base.



◄ CUTTING THE PLANKS

The planks are cut from balsa wood using a craft knife.



➤ PLANKING THE BRIDGE

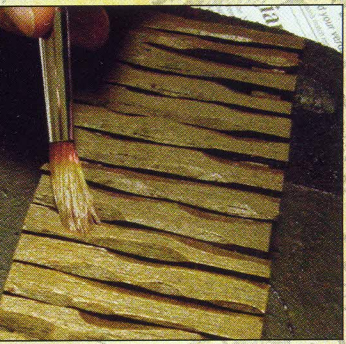
The wooden slats are stuck across the support struts, overhanging slightly at either side.

4 Painting the Bridge

Undercoat the entire bridge section with black paint if you haven't already, making sure that you get the undercoat into all the hard-to-reach areas. Dry-brush the textured banks of the river with a light grey colour exactly as you did for the river sections in the last Pack. Paint the planks with brown paint. Once this has dried, mix up a light brown colour from brown and yellow paint, and dry-brush this all over the planks. Wait for the planks to dry and then paint the water using the techniques described in last Pack's Modelling Workshop. A thick coat of PVA glue spread all over the surface of the water will finish off your bridge section.

◄ PAINTING THE WOOD

The planks are first given a coat of brown paint.



➤ HIGHLIGHTING THE PLANKS

A dry-brush of light brown really picks out the detail, especially if you weathered the planks first.

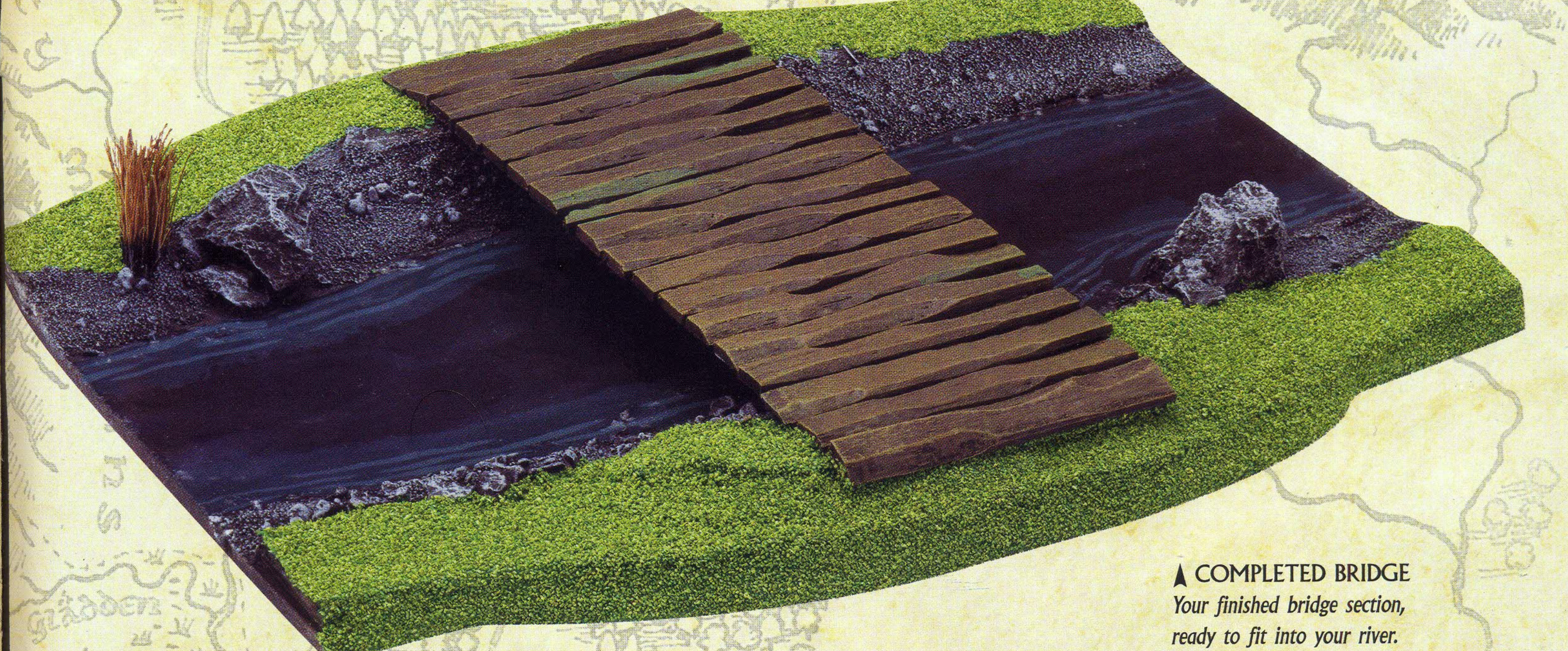
> *'How far to the nearest crossing?'*
>
> FRODO™

TOP TIP

Spray undercoat is by far the quickest way of undercoating the bridge, but some of the details such as the brush bristle reeds look better unpainted. To avoid coating them in spray, wrap a piece of masking tape around them. After spraying, remove the tape, and your reeds will be untouched.

5 Finishing Touches

Finish off the bridge section by painting the smooth parts of the banks green and then covering them in modelling flock as usual. You can make the bridge look even more realistic by using some of the weathering techniques described in Pack 13's Modelling Workshop. Try applying patches of thinned-down green paint to the planks to make them look old and dirty, or perhaps glue some small pieces of green scouring pad to the banks to resemble thick scrub and undergrowth.



▲ COMPLETED BRIDGE
Your finished bridge section, ready to fit into your river.

Alternative Approaches

Adding Features

Real bridges come in various forms, and you don't have to stick to the simple design we have shown you. This river section (pic i) has had a wooden jetty added to it. It uses virtually the same techniques as the plank bridge, but it only goes halfway across the river. It is held up by posts that are made from small scraps of balsa wood. Combining the basic bridge with the techniques for making fences from Pack 7 can produce a very simple but effective wooden bridge with a handrail (pic ii).

Not all of the bridges of Middle-earth are of the basic wooden type shown. Many of the bridges made by Men and Dwarves are sturdy stone constructions, while the Elves make elaborate, graceful bridges that are a beauty to behold. In future Packs we will show you how to make stone bridges typical of the towns and cities of Men.

◄ A WOODEN JETTY
When constructing the jetty, treat it like a miniature bridge.

► ADDING A HANDRAIL
Adding a modified 'fence' to both sides has enhanced this wooden bridge.

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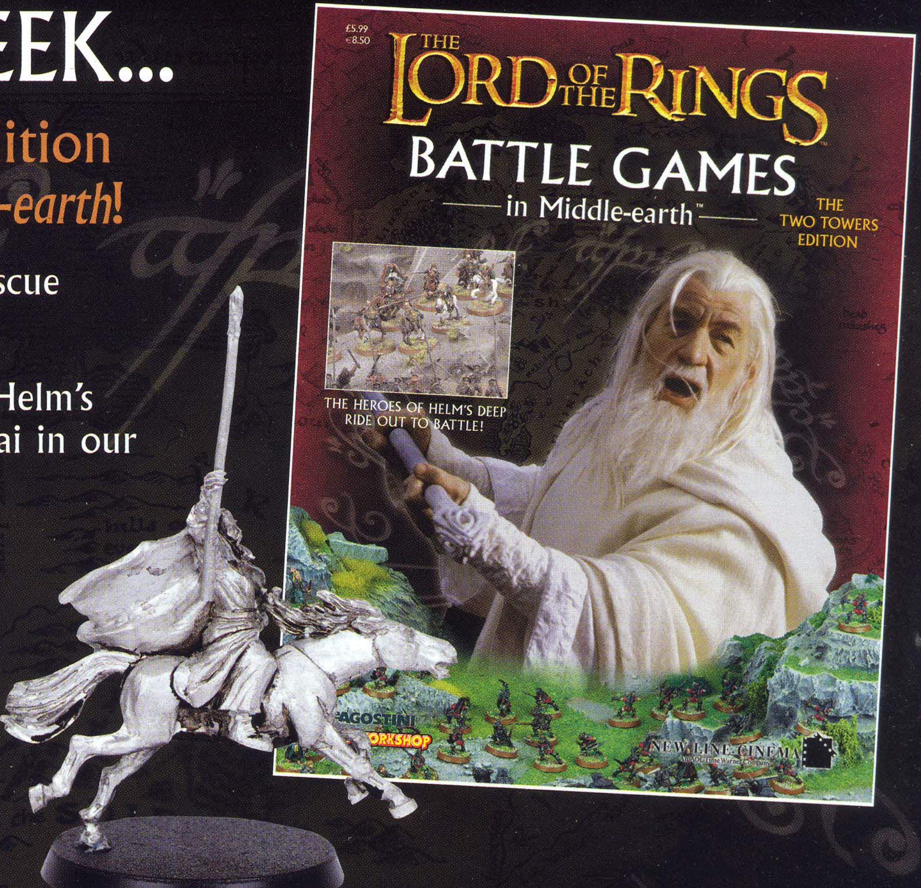
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